Dev questions

Post Reply | Search this topic... | 25 posts 1 2 3

Dev questions
by **Squall Leonhart** » Fri Oct 24, 2008 12:17 am

heh, well it was pagefault that suggested WTL, but i guess Win32 is the better option.

Â

I'll look at the VBA 1.6 source code, because apparently they didn't use MFC back then

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Dev questions
by **colbsure** » Fri Oct 24, 2008 9:35 am

Using Win32 would be pretty masochistic. MFC isn't pretty but it saves you from writing a huge amount of boiler-plate code.

Â

Cheers,

Col

colbsure
Junior Member

Posts: 7
Joined: Thu Oct 16, 2008 11:36 am

Dev questions
by **mudlord** » Fri Oct 24, 2008 7:31 pm

Personally, at least pure Win32 code is clean.....hence why I use it for all my personal stuff.....

mudlord
Senior Member

Posts: 306
Joined: Sun Feb 08, 2009 7:16 am

Dev questions
by **Squall Leonhart** » Sat Oct 25, 2008 1:48 am

Exactly.

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Dev questions
by **colbsure** » Mon Oct 27, 2008 4:46 am

Win32 is "Clean" says Mr Mudlord... "Exactly" concludes Mr Leonhart.

Â

Your exact meaning evades me. Though I think I understand the bigger picture.

Â

Take it easy,

Col

colbsure
Junior Member

Posts: 7
Joined: Thu Oct 16, 2008 11:36 am

Dev questions
by **Squall Leonhart** » Mon Oct 27, 2008 4:54 am

He means even though its a wench to code, its less forgiving of bad coding, making the code cleaner in the long run and better optimised

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Dev questions
by **mudlord** » Mon Oct 27, 2008 4:57 am

> Your exact meaning evades me. Though I think I understand the bigger picture.

Â

Namely because MFC can be bloated (all those extra wrappers). Like .NET. Hence why I don't use it at all.

mudlord
Senior Member

Posts: 306
Joined: Sun Feb 08, 2009 7:16 am

Dev questions
by **colbsure** » Mon Oct 27, 2008 5:11 am

I know that both of you will be aware that optimization should be carefully targetted and the performance of the UI isn't an issue here. Not by a long shot. On this basis, fiddling around with the existing UI becomes wasted effort. Effectively, you are running on the spot to implement personal preference for minimal gain.

Â

A practical, useful way of moving forward would be to decouple the core and hide it behind an interface so that it can be updated/tested/replaced with no impact on the UI.

Â

I guess the question is then: what is the long term goal?

Â

Cheers,

Col

colbsure
Junior Member

Posts: 7
Joined: Thu Oct 16, 2008 11:36 am

Dev questions
by **Squall Leonhart** » Mon Oct 27, 2008 5:25 am

Actually, the UI is a key point of poor emulation performance when using either D3D or OpenGL due to not being able to lock the surface. Thats partly why the fullscreen menu was promptly removed.

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Dev questions
by **colbsure** » Mon Oct 27, 2008 5:35 am

Are you saying that MFC is preventing you from locking a D3D surface?

colbsure
Junior Member

Posts: 7
Joined: Thu Oct 16, 2008 11:36 am

Powered by phpBB® Forum Software © phpBB Limited
Prosilver Dark Edition by Premium phpBB Styles
phpBB Two Factor Authentication © paul999
Privacy | Terms